



Puffle Wild – Power Ups

Design Requirements

Match Generated Power ups

1. "Line" Bomb (Match 4)

1. Generated when the player matches 4 berries of the same color in a vertical or horizontal line.
2. The bomb is spawned in place of the berry that was swiped to create the match 4.
 - If no match was used to generate the power up (e.g. match 4 occurred by berries falling), randomly spawn the bomb in place of any 1 of the 4 matched berry positions.
3. There are 2 variants of this bomb: *horizontal line bomb* and *a vertical line bomb*
 - If the swipe used to create the match 4 was a horizontal swipe, the line bomb generated should be a *horizontal line bomb*.
 - Likewise, if the swipe used to create the match 4 was a vertical swipe, the line bomb generated should be a *vertical line bomb*.
4. Line bombs can be swiped just like a normal berry.
5. **Triggers:**
 1. If included in a match 3 (or better) with berries of like color.
 2. If in the area of effect of another power up going off.
 3. At the end of a completed level (e.g. "Sugar Crush")
6. **Effect:**
 - *Horizontal line bomb*: the bomb explodes and hits all tiles in a horizontal line to the left and right of the bomb.
 - *Vertical line bomb*: the bomb explodes and hits all tiles in a vertical line above and below the bomb.
 - All tiles hit by the bomb are affected as follows:
 - Normal berry – pops
 - Ice blocker – 1 level break
 - Rock blocker – unaffected by the powerup effect, but will take damage as a result of adjacent berries popping around it as normal.
 - Branches blocker – break



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Design Requirements

- Other power up (other Line bomb, etc) – power up is triggered

2. “Zone” Bomb (L/T Match)

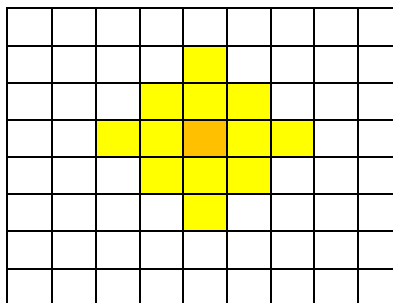
1. Generated when the player matches 5 berries of the same color in an “L” or “T” shape.
2. The bomb is spawned in place of the berry that was swiped to create the L/T match.
 - If no match was used to generate the power up (e.g. L/T match occurred by berries falling), randomly spawn the bomb in place of any of the L/T matched berry positions.
3. Zone bombs can be swiped just like a normal berry.

4. Triggers:

1. If included in a match 3 (or better) with berries of like color.
2. If in the area of effect of another power up going off.
3. At the end of a completed level (e.g. “Sugar Crush”)

5. Effect:

- The bomb explodes and hits all surrounding tiles in a Zone shaped explosion 5 long x 5 tall, with the bomb located in the center position.



ORANGE: bomb position at detonation

YELLOW: bomb explosion area of effect

- All tiles hit by the bomb are affected as follows:
 - Normal berry – pops
 - Ice blocker – 1 level break
 - Rock blocker – unaffected by the power up effect, but will take damage as a result of adjacent berries popping around it as normal.
 - Branches blocker – break
 - Other power up (other Line bomb, etc) – power up is triggered



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Design Requirements

3. “Disco” Bomb (Match 5)

1. Generated when the player matches 5 berries of the same color in a vertical or horizontal line.
2. The bomb is spawned in place of the berry that was swiped to create the match 5 line.
 - If no match was used to generate the power up (e.g. match occurred by berries falling), randomly spawn the bomb in place of any 1 of the 5 matched berry positions.
3. Disco bombs can be swiped just like a normal berry.

4. **Triggers:**

1. Trigger by swiping it with *any* adjacent berry. **No match needed.**
2. If in the area of effect of another power up going off.
3. At the end of a completed level (e.g. “Sugar Crush”)

5. **Effect:**

- If triggered by swiping with an adjacent berry (trigger bullet 1 above), all berries and power ups on the board of the same color are destroyed.
- If triggered *without* a target (trigger bullet 2 or 3 above), randomly select an available board color and use that as the color target, then remove all berries and power ups on the board of that color.



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Design Requirements

Puffle Power ups

- See “[Puffle_Wild_Design_PowerUps_v2.xlsx](#)” for more details on power ups
- See “[PuffleWild_match3.docx](#)” for more details on feeding/charging up the puffles

1. [Red Puffle](#)

2. [Blue Puffle](#)

3. [Black Puffle](#)

4. [White Puffle](#)

5. [Yellow Puffle](#)

6. [Green Puffle](#)

7. [Purple Puffle](#)

8. [Brown Puffle](#)

9. [Pink Puffle](#)

10. [Orange Puffle](#)

11. [Rainbow Puffle](#)

12. [Gold Puffle](#)



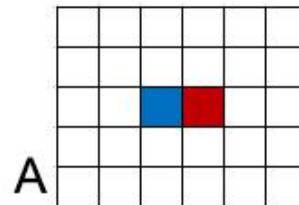
Puffle Wild – Power Ups

Design Requirements

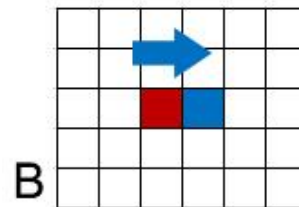
Power Ups Combos

4. *Power up combos* occur when 2 power ups on the board are swiped together. Instead of their normal separate power up effects, a stronger combined effect occurs.
5. The detonation center point is based off the power up actively swiped by the player.

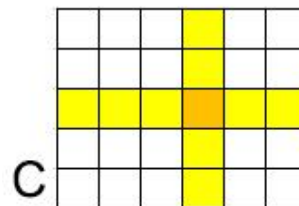
1. Here there is a blue line bomb and red line bomb positioned next to each other.



2. The player selects the blue line bomb and swaps it with the red.

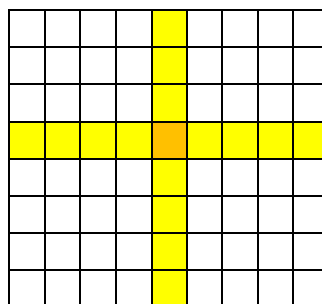


3. The 2 swapped bombs trigger a power up combo. The center point of the detonation is the 2nd position of the blue line bomb.



6. Line bomb + Line bomb

- From the detonation point, all tiles in both a horizontal line to the left and right, and a vertical line above and below are hit.



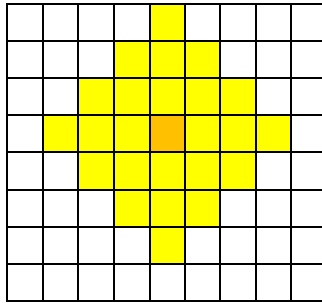


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Design Requirements

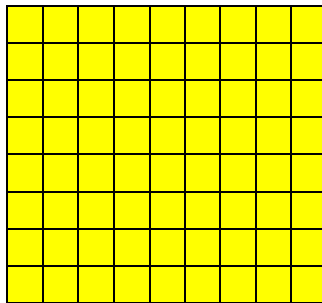
7. Zone bomb + Zone bomb

- From the detonation point a larger Zone shaped explosion occurs. 7 long x 7 tall.



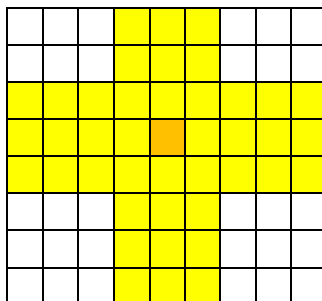
8. Disco bomb + Disco bomb

- All tiles on the board are hit. Detonation point is irrelevant. If there are performance issues of all berries popping at once, a sequenced wipe across the board should occur similar to that found in Candy Crush / Frozen games.
- Reference video:
https://www.youtube.com/watch?v=Z6nAXvzFY2M&feature=player_detailpage#t=70



9. Line bomb + Zone bomb

- From the detonation point at center, 3 rows both horizontally and vertically are hit.





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Design Requirements

10. Line bomb + Disco bomb

1. Identify the color of the line bomb that was matched with the disco bomb.
2. All berries on the board matching this color are transformed into line bombs as follows:
 - Scan the board from top row down, left tile to right, for berries of the same color.
 - The first berry found should become a horizontal line bomb, the next berry a vertical line bomb, and alternate back and forth until all berries of that color are transformed.
3. Then each new line bomb quickly detonates one by one, in the same order (from top row down, left tile to right) until all of the newly spawned line bombs are detonated.
4. During this mass reaction, if the area of effect of any triggered power up causes another power up to detonate early, do so.

Reference video:

https://www.youtube.com/watch?v=vl0kjFsZ86I&feature=player_detailpage#t=128

https://www.youtube.com/watch?feature=player_detailpage&v=HPzLSpPpQcU#t=79

https://www.youtube.com/watch?feature=player_detailpage&v=Uf0TN6nxxVQ#t=38

11. Zone bomb + Disco bomb

1. Identify the color of the Zone bomb that was matched with the disco bomb.
2. All berries on the board matching this color are transformed into Zone bombs.
3. Then each new Zone bomb quickly detonates one by one, in similar order as described above (from top row down, left tile to right) until all of the newly spawned Zone bombs are detonated.
4. During this mass reaction, if the area of effect of any triggered power up causes another power up to detonate early, do so.